

PARKER BROTHERS



PUSH OVER™

The Piggy-back Marathon Game

For 2 to 4 Players • Ages 6 to Adult

Rules © 1981 Parker Brothers, Beverly, MA 01915. Printed in U.S.A.

OBJECT NOTES

To be the first player to collect 10 chips in this game of "piggy-back riding".

EQUIPMENT

playing board • 3 numbered dice • 4 bottom characters of the same color • 4 top characters, each a different color • a quantity of chips

SET UP

- 1 Put **one** chip into the "pot" in the lower left-hand corner of the board. (Just one chip; **not** one chip per player.)
- 2 Each player selects a top character and fits him onto the shoulders of a bottom character.
- 3 Take a look at Figure 1. Here's how you'll move along the track's 16 stops.
- 4 Select a player to go first. That player—and only that player—places his or her playing piece into the groove at **START**, behind Stop #1. Play then proceeds, in turn, to the first player's left.

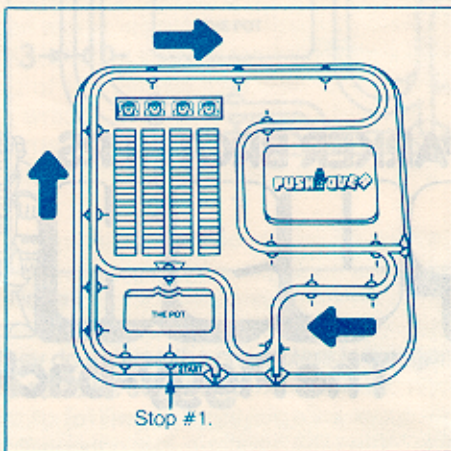


Figure 1

PLAYING

In this game, the roll of the dice tests your skill, daring, and luck. The better you roll, the farther you'll move along the track, and the better your chances will be for pushing your opponents off the edge.

Rolling the dice. Notice that the dice are marked with the numbers "1", "2", and "3"

On your turn, you may roll one, two, or three dice. You **must** roll them one at a time, and the **total** of your roll cannot go over "4". After each roll, decide whether or not you want to roll again. In this way, you may stop after one roll or two.

- a) If you decide to roll only one die, move your playing piece ahead that number of stops.
- b) If you decide to roll two dice, add them together. If your total is "4" or less, move your playing piece **double** your total.
- c) If you decide to roll three dice, add them together. If your total is "4" or less, move your playing piece **three** times your total.

As soon as you finish moving, your turn ends.

Rolling two dice can be a risk. Rolling three dice is always a risk. So, before you roll each die, you should stop and think. Is your total good enough as it is? **Example:** If you've already rolled a "2" and a "1", your total is "3". If you decide to roll a third die, you must roll a "1"—the only number that will keep your total at "4". Is it worth the risk?

Rolling out. If the total of your roll goes over "4", you've "rolled out". Whenever you roll out, you must do the following:

- Remove your top character and place him off the board beside START.
- Leave your bottom character where he is.
- Take one chip from storage and place it into the pot.
- When your **next turn** comes, look to see if any bottom character has been pushed off the board. (It may be yours or another player's.) If so, place your top character onto it, re-enter at START, and take your turn. If there's no bottom character, you must wait until one is available at the start of your regular turn.

Pushing off an opponent. While moving around the track, you might come up behind an opponent's playing piece. If you do, continue moving as you push that playing piece along in front of you. If you're lucky, you'll reach one of the two "Push-Off" points where your opponent's playing piece will fall off the edge. When this happens, that opponent must re-enter at START on his or her next turn.

Collecting chips. The stop next to the pot is a special one. It's shown in Figure 2. Whenever you pass this stop or land on it, you win **all** the chips in the pot at that time. Place these chips into your column in the center of the board. Then take **one** chip from storage and put it into the pot.

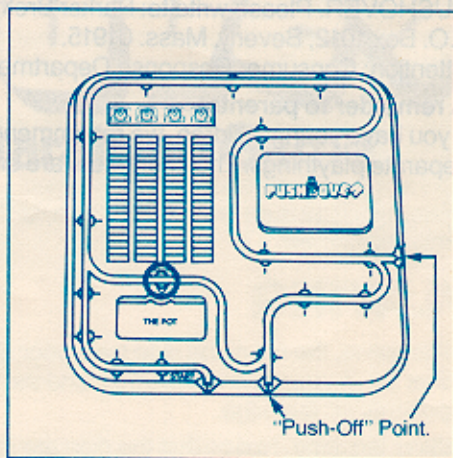


Figure 2

WINNING

The winner is the first player to fill his or her column with 10 chips.

In a **two-player game**, the winner is the first player to fill his or her column with 8 chips.

